



# ELECTRO SUITE

## Software User Manual

Version 1.5  
R02 EN150608

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## Introduction



### Electro Suite

Being more than fans of electro, we harnessed the storm and set out to develop a unique collection of powerful instruments, combined with a massive sound library specifically suited to dance.

Simple to use yet rich with sound design potential, Electro Suite includes an advanced drum designer, two synths (a bass/mono synth and a lead/poly), a sweep machine and a looper to help get the flow started.

The instruments of UVI Electro Suite come packed with nearly 4.5 GB of sample material carefully recorded from over 2 decades of choice equipment at 24 bit / 96 kHz and then professionally mastered. Giving you a huge palette of sounds ready to go straight away.

Whether you're looking for solid preset kits to lay down or versatile sound design tools built to advance your style, Electro Suite is a powerful addition to your arsenal.



UES DrumShaper

A unique and robust drum designer, DrumShaper gives you absolute control over the core percussion sounds of dance; bass drum, snare, claps and hi-hats. Start with a wide range of samples and refine and shape them with advanced analog modeled filters and controls (an entire page for each sound) intuitively arranged to provide maximum efficiency and flexibility.



UES DirtyMONO

The rubber hits the road with this wild and gritty monophonic synth. 4 sound generators including VCO1, dedicated to pure analog rendered wavetables, VCO2, a digital multi-sampled oscillator, an analog modeled sub oscillator, and an analog sampled noise oscillator. Each generator can be mixed and routed to an enormous sounding low pass filter. Other features include analog modeled LFOs, envelopes, FX and a fantastic phrase sequencer.



UES CarminePoly

A polyphonic synth with attitude, CarminePoly features two hybrid VCOs with both stereo, unison and raw waveforms using a deep sampling process for CPU efficiency. These VCOs can be mixed, panned, transposed and routed through a fully tweakable analog modeled filter. Finally, 4 FX are available to shape the sound further; Drive - for harmonics and grit, Delay and Phaser, and the all new Sparkle reverb from UVI.



UES SweepMachine

SweepMachine is a straightforward yet versatile noise and sweep designer. Those looking for typical sweeps can make them in moments while those favoring deeper sound design will find complex, evolving noise beds and a near endless variety of combinations waiting to be explored through an intuitive and easy-to-use interface.



UES MissionControl

Choose from a huge list of presets and get the track started with this amazing sounding looper. Independent control of 6 sections allows complete control of mix volume, filtering and pan.

# System Requirements



## Compatibility

Audio Units, VST, MAS, AAX, RTAS or standalone  
UVI Workstation 2.5.12 or higher

## Minimum System Requirements

- ▶ Intel CPU
- ▶ 4 GB of RAM (8 GB+ recommended)
- ▶ 3.3 GB of disk space
- ▶ Mac OS X 10.7 or higher
- ▶ iLok account (free, dongle not required)



## Compatibility

VST, AAX, RTAS or standalone  
UVI Workstation 2.5.12 or higher

## Minimum System Requirements

- ▶ Core Duo or faster
- ▶ 4 GB of RAM (8 GB+ recommended)
- ▶ 3.3 GB of disk space
- ▶ Windows 7 or higher
- ▶ iLok account (free, dongle not required)



## Authorize the Way You Want

Your license allows 3 concurrent authorizations on any combination of computers and iLok dongles.

License management is a simple drag-and-drop process done through iLok License Manager.

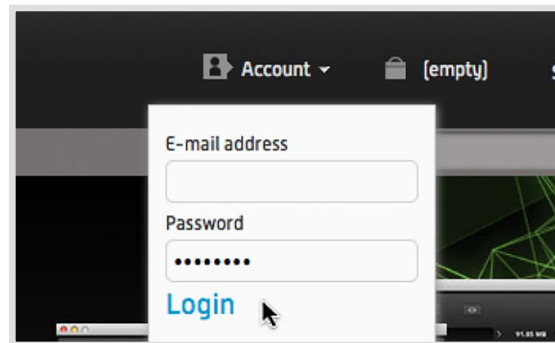
Visit [ilok.com/en](http://ilok.com/en) to download iLok License Manager and create your free account.

## Step 1 Register Your Serial Number

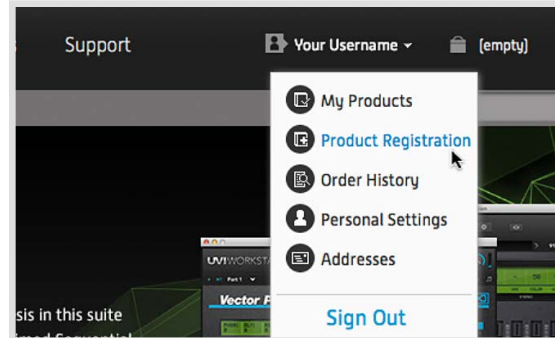


- ▶ You must have an account on [uvi.net](http://uvi.net) and [ilok.com](http://ilok.com) prior to registration
- ▶ If you purchased a **physical version** of this product, your serial number is located on the inside of the box
- ▶ If you purchased an **electronic version** of this product, your serial number will be included in a confirmation email
- ▶ You can see a list of the products you've registered and their serial numbers anytime at [uvi.net/my-products](http://uvi.net/my-products)

1. Login to your account on [uvi.net](http://uvi.net)

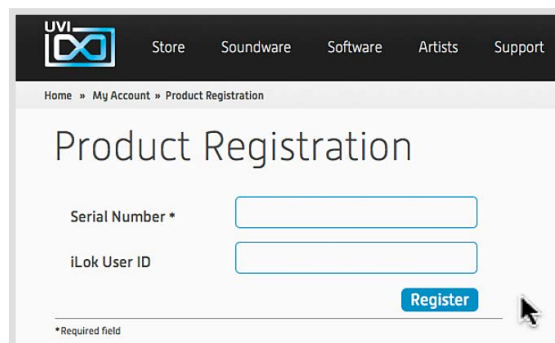


2. Navigate to the 'Product Registration' page



3. Enter your details and click 'Register'

Upon completion a new license will be deposited in your iLok account



## Step 2 Activate Your License



- ▶ iLok License Manager is required for activation, download the newest version at [ilok.com/ilm.html](http://ilok.com/ilm.html)
- ▶ Your license allows up to 3 concurrent activations on any combination of iLok dongles and computers
- ▶ Activations can be moved between devices at anytime

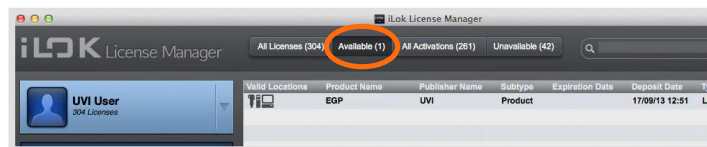
1. Launch iLok License Manager



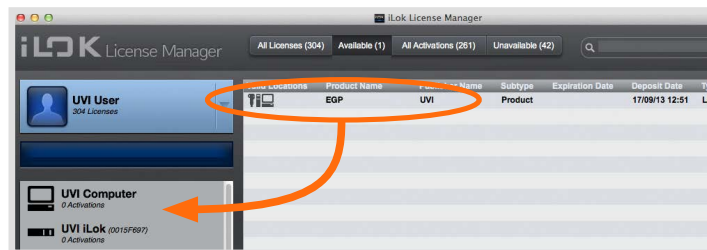
2. Login to your account



3. Click the 'Available' tab

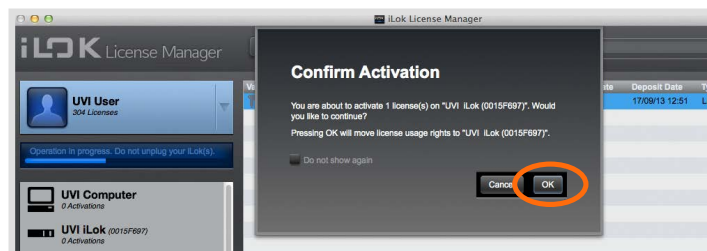


4. Drag the license to your computer or an iLok dongle



5. Click 'Ok' to confirm the activation

The process is complete, your device is now authorized



- » To see how many authorizations you have left simply select the license and click 'Show Details'
- » To deactivate your license, right-click it and select 'Deactivate' — doing so will return your license to the 'Available' tab

## Step 3 Install Your Instrument

1 2 3 4

- ▶ UVI Instruments can be stored anywhere on your system
- ▶ Storing your instruments on a fast drive will improve performance
- ▶ Your instruments can be downloaded at any time from [uvi.net/my-products](http://uvi.net/my-products)

1. Create a folder on your computer and place your UVI Instruments in it  
Once this is done we need to tell UVI Workstation where to find your instruments.  
We do this by creating a watch folder, follow the steps below to create your own:



2. Open UVI Workstation

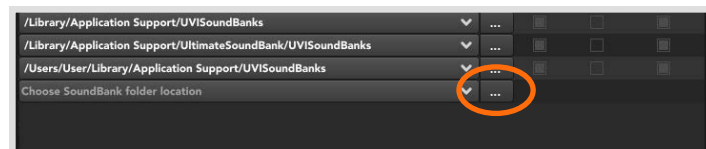
3. Click the Settings page



4. Click the 'Sound Banks' tab

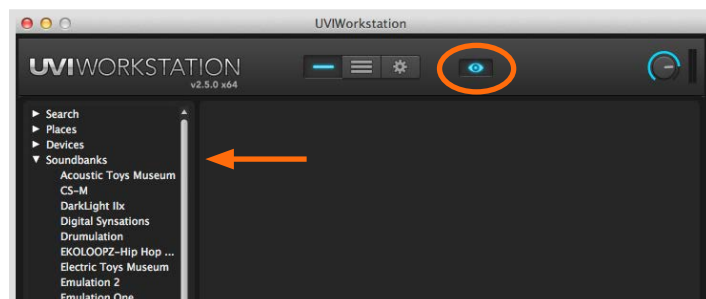


5. Click the '...' button and select the folder where you've placed your instruments



6. Restart UVI Workstation and open the Browser

Your instruments will be available under the 'Soundbanks' tab





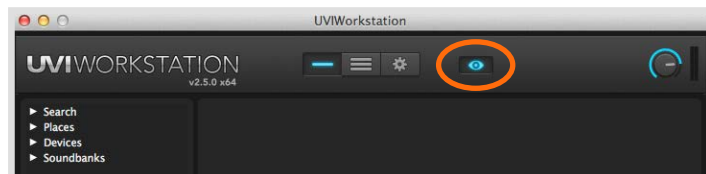
## Step 4 Load Your Instrument



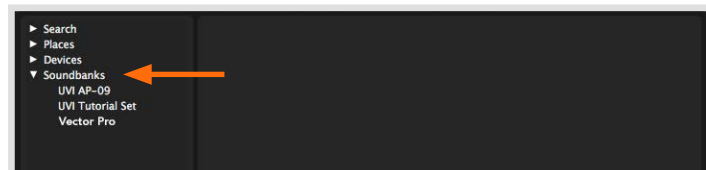
- UVI Workstation is required to run UVI Instruments
- The newest version of UVI Workstation can be downloaded free at [uvi.net/downloads](http://uvi.net/downloads)
- UVI Workstation can be run as a standalone program or as a virtual instrument from within your DAW of choice



1. Open UVI Workstation



2. Click the Browser icon



3. Open the Sound Banks tab

4. Select a product, in this example we'll choose Vector Pro, then select an instrument and patch

Double-click the patch to load it



5. The UI appears and you're ready to jam!



# UES CarminePoly - User Interface



UES CarminePoly is an exclusive polyphonic synth, featuring two hybrid VCOs containing stereo, unison and raw waveforms. Using sampling methods rather than modeling, UES CarminePoly uses less CPU and offers quality sound. These VCOs can be mixed, panned, transposed. Also included is a juicy analog-modeled filter with full controls like cutoff, Q and drive, and four excellent master FXs: drive, delay and phaser, and sparkle reverb.

## 1 ► Master

- » **Preset Menu**
- » **Volume**

## 2 ► Oscillators

- » **Power On/Off**  
Per-osc power switch
- » **Wave Menu**  
Select wave type
- » **Coarse**  
Tune in semitones (+/-24)
- » **Volume**  
Set osc volume
- » **Pan**  
Set osc pan
- » **Octave**  
Set osc pitch/octave (+/-1)
- » **Fine**  
Set osc fine pitch

## 3 ► Amp

- » **Velocity**  
Amount of velocity applied to amp envelope
- » **ADSR**  
Typical attack, decay, sustain, release envelope

## 4 ► Filter

- » **Type**  
LPF, BPF, & HPF
- » **Cutoff**  
Amount of filter applied
- » **Q**  
Resonance of the filter
- » **Drive**  
Change the filter's harmonics

## » Offset

Add a frequency offset in semitones between VCO1 and VCO2 filters

## » Modwheel

On/Off connect between the modwheel and cutoff

## » ADSR

Typical attack, decay, sustain, release envelope

## » Depth

Amount of the ADSR applied to the filter

## 5 ► LFO

- » **Wave Menu**
- » **Sync**  
Sync LFO to host tempo

## » Rate

Speed of the LFO

## » Cutoff

LFO applied to filter

## » Pitch

LFO applied to pitch

## » Modwheel

Control LFO depth

## 6 ► FX Panel

- » **Glide**  
Portamento time
- » **Drive**
- » **Phaser**
- » **Delay**
- » **Sparkle**

## UES CarminePoly - Presets

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Default Preset  
Modwheel Filter Pluck  
Very Big Saw  
Polykeys Filter Wheel  
Analog Bells  
Dark Pad Modwheel  
Funk Analog Clav  
Sine Walker Organ  
Soft Carmine Piano  
Space Pad  
Electro Perc Organ  
Garage Bell  
FX Omnia  
Eve and Jelly  
My Tangerine  
Auto Gate Fifth  
Poly Carlos  
HPF Sync Gate  
Uni Jarre Eve  
BPF Filter Wheel

# UES DirtyMONO - Synth



UES DirtyMONO is a monophonic synth with a smart phraser. it contains 4 sounds generators: VCO1 - a pure analog rendered wavetable, VCO2 - a deeply multi-sampled oscillator, a thick analog sub oscillator, and an analog sampled noise plus standard shaping tools such as LFOs, envelope, and FX.

## 1 ► Master

- » Preset Menu
- » Volume

## 2 ► VCO1 - Analog

- » On/Off
- » Preset Menu  
Select waveform
- » Volume
- » Octave  
-1 to +1 octave

## 3 ► VCO2 - Digital

- » On/Off
- » Volume
- » HPF  
High-pass filter cutoff frequency
- » Tune  
Adjust pitch [±24 semi] semitones

## 4 ► Sub & Noise Osc

### » On/Off

Toggle the osc on/off

### » Volume

Volume amount

## 5 ► Filter

- » Cutoff / Res  
LPF, cutoff and resonance
- » Drive  
Adjust the filters drive amt
- » Modwheel  
Set the cutoff frequency

## 6 ► Envelope

- » Attack  
Typical ADSR envelope settings
- » Vel  
Velocity applied to sound

### » Depth

Depth of ADSR action

## 7 ► LFO

- » Combo List  
Waveform of LFO
- » Sync  
Sync LFO to host tempo
- » Rate  
Speed of the LFO
- » Cutoff  
LFO applied to filter
- » Pitch  
LFO applied to pitch
- » Modwheel  
Control LFO depth

## 8 ► Pitch

- » Mono Mode  
Select portamento mode
- » Glide  
Portamento time

### » Bend AMT

Pitch bend limit in semitones

## 9 ► Page

Select the visible UI page

# UES DirtyMONO - FX



## 1 ► Bit Crusher

- » **Bits**  
0 to 24 bit
- » **Frequency**  
0 to 48000 Hz
- » **Drive**  
Add drive to the output

## 2 ► Phaser

- » **Sync**  
Sync phaser to host tempo
- » **Speed**  
Adjust phaser speed
- » **Depth**  
Adjust the amount of the effect
- » **Feedback**  
Adjust the amount of the re-injected signal

## 3 ► Delay

- » **Mix**  
Adjust dry/wet setting
- » **Time**  
Adjust delay time
- » **Feedback**  
Adjust the amount of the re-injected signal
- » **Cutoff**  
Adjust the filter cutoff of the delayed signal
- » **Spread**  
Adjust stereo spread of the delayed signal

## 4 ► Sparkle (Sparkverb)

- » **Mix**  
Adjust dry/wet setting
- » **Size**  
Adjust the room size
- » **Decay**  
Adjust the decay of the reverb
- » **Lo Decay**  
Adjust the level under the cross-over frequency
- » **X-Over1**  
Adjust the crossover frequency of the low decay
- » **Hi Decay**  
Adjust the level beyond the cross-over frequency
- » **X-Over2**  
Adjust the crossover frequency of the high decay

# UES DityMONO - Phraser



Create and play step sequences using UES DirtyMONO phraser. Using your MIDI keyboard, press record and play the keys. The number of steps will be adjusted to the number of notes played (you can change it at any time). You can also create and combine your phrase step by step.

- |  |   |   |
|--|---|---|
| <p><b>1 ► Resolution</b><br/>Select the phraser's speed</p> <p><b>2 ► Groove</b><br/>Adjust the amount of extra groove</p> <p><b>3 ► Gate</b><br/>Adjust the note length</p> | <p><b>4 ► Record / Add</b><br/>» <b>Record</b><br/>Enable/disable record<br/>» <b>Add</b><br/>Add a blank step</p> <p><b>5 ► Step</b><br/>Select the number of steps played</p> | <p><b>6 ► Column</b><br/>Adjust the velocity of a step</p> <p><b>7 ► Pitch</b><br/>Adjust the pitch of a step (in semitones)</p> <p><b>8 ► Link</b><br/>Link a step to the previous one</p> |
|--|---|---|

## UES DirtyMONO - Presets

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Init  
PHR Dirty  
PHR Modwheel me  
PHR Dreaming  
PHR Peach Di Mode  
PHR The Rider  
PHR One Finger Bass  
PHR Disco Kitsch  
PHR Pop Corning  
PHR Mayhem of Loops  
Master Lead  
Wheel my Bass  
Crushing Drone  
Almost Funky Bass  
Reversible Bass  
Very Noisy Lead  
Solo in Space  
Ba Lead Balow  
FX Space Radio  
Ultra Portamento  
FX PHR Coach On

# UES DrumShaper - Overview



## 1 ► Master

The master section contains buttons to change the current instrument page along with volume, solo and mute toggles for each instrument.

### » BD / SD / CP / HH / PATTERN

Changes the current instrument page

### » Volume

Changes the volume for the instrument

### » Mute / Solo

Mute or Solo the instrument

## MIDI Mapping



- » **Bass Drum** B0 and C1
- » **Snare Drum** D1 and E1
- » **Clap** C#1 and D#1
- » **Closed Hat** F#1 and G#1
- » **Open Hat** A#1
- » **Play/Stop** C2



# UES DrumShaper - Bass Drum



Each instrument in UES DrumShaper has a dedicated edit page. The Bass Drum page deals specifically with the bass (kick) drum. The bass drum sound is divided into 3 discrete sections: Attack, Body and Tone. Attack and Body are sample-based, the Tone section is based on a sine wave oscillator. Controls are provided to completely customize every nuance of the bass drum sound as well as tweak it in realtime.

## 1 ► Attack

- » **On/Off**  
Toggle the Attack sound on/off
- » **Volume**  
Adjust the Attack volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **HPF**  
High-pass filter cutoff frequency
- » **Decay**  
Attack section decay time
- » **Air**  
Attack section reverb amount
- » **Preset : Screen**  
Click to access Attack sample menu
- » **Preset : Prev/Next**  
Navigate the available Attack samples

## 2 ► Body

- » **On/Off**  
Toggle the Body sound on/off
- » **Volume**  
Adjust the Body volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **HF**  
High-pass filter cutoff frequency
- » **LF**  
Low-pass filter cutoff frequency
- » **Attack**  
Body section attack time
- » **Decay**  
Body section decay time
- » **Preset : Screen**  
Click to access Body sample menu
- » **Preset : Prev/Next**  
Navigate the available Body samples

## 3 ► Tone

- » **On/Off**  
Toggle the Tone sound on/off
- » **Volume**  
Adjust the Tone volume
- » **Pitch**  
Change the Tone pitch from G0 to C1
- » **Attack**  
Tone section attack time
- » **Decay**  
Tone section decay time
- » **Depth**  
Adjust the amount of pitch modulation
- » **Rate**  
Adjust the speed of pitch modulation
- » **Drive**  
Adjust the amount of drive

# UES DrumShaper - Snare Drum



The Snare sound is constructed from 4 parts: Main, Part 1, Part 2, and Tone. Main, Part 1 and Part 2 sections are sample-based, the Tone section is based on a sine wave oscillator. Essential controls are provided for each section including pan pots for Part 1 and 2. The snare drum module allows you to quickly dial in simple or complex sounds able to fit your mix perfectly.

## 1 ► Main

- » **On/Off**  
Toggle the Main sound on/off
- » **Volume**  
Adjust the Main section volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **Preset : Screen**  
Click to access the Main sample menu
- » **Preset : Prev/Next**  
Navigate the available Main samples

## 2 ► Globals

- » **HPF**  
High-pass filter cutoff frequency
- » **LPF**  
Low-pass filter cutoff frequency
- » **Decay**  
Decay time for Main, Part 1 and 2
- » **Sparkle**  
Reverb amount for Main, Part 1 and 2

## 3 ► Part 1 / Part 2

- » **On/Off**  
Toggle the sound on/off
- » **Volume**  
Adjust the part volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **HPF**  
High-pass filter cutoff frequency
- » **Pan**  
Adjust the sounds stereo position
- » **Preset : Screen**  
Click to access the Part sample menu
- » **Preset : Prev/Next**  
Navigate the available Main samples

## 4 ► Tone

- » **On/Off**  
Toggle the Tone sound on/off
- » **Volume**  
Adjust the Tone volume
- » **Pitch**  
Change the Tone pitch from G0 to G1
- » **Attack**  
Tone section attack time
- » **Decay**  
Tone section decay time
- » **Depth**  
Adjust the amount of pitch modulation»
- » **Rate**  
Adjust the speed of pitch modulation
- » **Drive**  
Adjust the amount of drive

# UES DrumShaper - Clap



UES DrumShaper's Clap instrument provides 2 layers with some unique controls to construct Electro-style clap sounds. Each layer is sample-based and offers a proprietary mode control paired with a detune and a high-pass filter, allowing you precise control over the sounds depth and tonality. Global controls allow you to introduce offset between the layers, apply filtering, and add reverb, punch or delay.

## 1 ► Part 1 / Part 2

- » **On/Off**  
Toggle the sound on/off
- » **Volume**  
Adjust the part volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **Mode**  
Adjust the sound character: 1-4, from simple to complex
- » **Detune**  
Adjust the mode detune amount
- » **HPF**  
High-pass filter cutoff frequency
- » **Preset : Screen**  
Click to access the Clap sample menu
- » **Preset : Prev/Next**  
Navigate the available samples

## 2 ► Globals

- » **Offset**  
Adjust the time between part 1 and 2
- » **LPF**  
Low-pass filter cutoff frequency
- » **Freq**  
Equalizer frequency
- » **Gain**  
Equalizer gain amount
- » **Snap**  
Mix in some 'snap' sound
- » **Decay**  
Adjust the clap decay amount
- » **Delay**  
Delay amount
- » **Sparkle**  
Reverb amount

# UES DrumShaper - HiHat



The HiHat instrument is divided into 3 sections: a sample-based layer for the closed hat, an analog modeled layer for the closed hat, and a sample-based layer for the open hat. Essential controls are provided for each section allowing you to tune, shape and customize the right sound for your mix.

## 1 ► CH Sample Layer

- » **On/Off**  
Toggle the sound on/off
- » **Volume**  
Adjust the layer volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **HPF**  
High-pass filter cutoff frequency
- » **LPF**  
Low-pass filter cutoff frequency
- » **Decay**  
Decay time for the CH sample layer
- » **Drive**  
Drive amount for the CH Sample layer
- » **Sparkle**  
Reverb amount for the CH Sample Layer
- » **Preset : Screen**  
Click to access the CH sample menu
- » **Preset : Prev/Next**  
Navigate the available samples

## 2 ► CH Modeled Layer

- » **On/Off**  
Toggle the sound on/off
- » **HPF**  
High-pass filter cutoff frequency
- » **Freq**  
Equalizer frequency
- » **Gain**  
Equalizer gain amount
- » **Decay**  
Decay time for the CH Modeled layer
- » **Amplitude Envelope Shape**  
Select the desired amp envelope shape
- » **Delay**  
Delay amount for the CH Modeled layer
- » **Sparkle**  
Reverb amount for the CH Modeled layer

## 3 ► OH Layer

- » **On/Off**  
Toggle the sound on/off
- » **Volume**  
Adjust the OH volume
- » **Tune**  
Adjust the pitch: -12 to +24 semitones
- » **HPF**  
High-pass filter cutoff frequency
- » **LPF**  
Low-pass filter cutoff frequency
- » **Decay**  
Decay time for the OH sample layer
- » **Drive**  
Drive amount for the OH Sample layer
- » **Sparkle**  
Reverb amount for the OH Sample layer
- » **Preset : Screen**  
Click to access the OH sample menu
- » **Preset : Prev/Next**  
Navigate the available samples

# UES DrumShaper - Pattern



UES DrumShaper includes a basic 16-step sequencer that can be used in a typical sense in your compositions or merely as a quick way to review how your drum sounds mix together in real time. The sequencer is synchronized to the main tempo of UVI Workstation/MF3.

## 1 ▶ Step Sequencer

### » Step Entry

Step entries can have 1 of 3 states:

OFF: no sound triggered

RED: trigger at maximum volume

ORANGE: trigger at medium volume

## 2 ▶ Seq Controls

### » Play/Pause

Start/stop the sequencer

### » Clear

Initializes the sequencer

### » Groove

Adjust the amount of Groove/Swing

### » Clap Shift

Pre-delay amount for the clap

# UES MissionControl



## 1 ► Globals

- » Play/Pause Button
- » Momentary Play/Pause note

## 2 ► Section Controls

- » **BD + SD / HH / Percs**  
Individual instrument control
- » **Bassline / Synth1 / Synth2**  
Individual instrument control
- » **Volume**  
Changes the volume for the instrument
- » **Mute / Solo**  
Mute or Solo the instrument
- » **LP / HP**  
Adjust low and high pass filter cutoff frequency
- » **Tune**  
Adjust pitch in semitones/cents
- » **Octave**  
Adjust pitch from -1 to +1 octave
- » **Previous / Next**  
Browse between loops

## MIDI Mapping



- » Play/Stop C1 - B1



# UES SweepMachine



UES SweepMachine is 100% dedicated to creating the best noise sweeps possible. Like all the Electro Suite instruments, it's easy to use. Simply trigger a MIDI note, select one of the four presets, set the number of bars you want the sweep to last and that's it! Three noise generators are available including Noise, Sub Noise, and Metal.

## 1 ► Noise

- » **On/Off**
- » **Preset List**
- » **Volume**
- » **Q**  
Adjust the filters resonance
- » **Filter**  
Select filter type

## 2 ► Sub Noise

- » **On/Off**
- » **Volume**  
Adjust the part volume
- » **Q**  
Adjust the filters resonance
- » **Filter**  
Select filter type

## 3 ► Metal

- » **On/Off**
- » **Preset List**

- » **Volume**
- » **Q**  
Adjust the filters resonance
- » **Filter**  
Select filter type

## 4 ► Sweep Control

- » **In**  
Enable/disable envelope start from 0 to full
- » **Out**  
Enable/disable envelope start from full to 0
- » **Modwheel**  
Control filter with the modwheel
- » **Bars Slider**  
(If modwheel is off) select the number of bars for the envelope to go from 0 to full

- » **Curve**  
Set envelope curve shape

## 5 ► LFO

- » **List**  
Select LFO waveform
- » **Sync**  
Sync to host tempo
- » **Speed**  
Set LFO speed
- » **Max Depth**  
Adjust maximum depth of the LFO
- » **Rise to Depth**  
Adjust time to LFO maximum depth
- » **Rise to Speed**  
Adjust time to LFO maximum speed

## 6 ► FX Panel

- » **Flanger**  
Enable/disable, feedback, and dry/wet settings
- » **Delay**  
Enable/disable, time, feedback, and dry/wet settings
- » **Sparkle**  
Enable/disable, room size, and dry/wet settings

## Construction Kits and Samples



### Overview

Electro Suite comes with construction kits made up of drum samples, loops and melodic loops and phrases. Construction kits load as playable instruments complete with FX within UVI Workstation or Mach Five. Each construction kit has a custom MIDI map specific to the kit.

One of the great things about construction kits is that all tempo synced loops and samples will automatically sync to your host tempo (or the global tempo if you're working in standalone mode).

Additionally, construction kits have been broken down into individual samples and loops (wav files) for use in your DAW or other plugins. Files are organized both by construction kit and by sample/loop type so that you can find what you're looking for quickly. Wav files can be drag-and-dropped directly from the browser or single part window into your DAW or onto your desktop, or loaded as parts and played directly in UVI Workstation or MachFive.

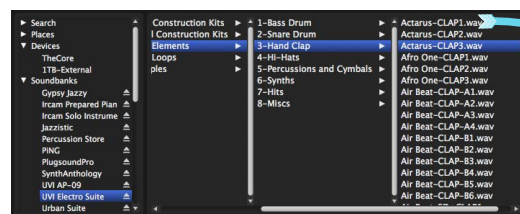
For more information on using sample parts in UVI Workstation or MachFive please consult the respective user guide.

### Using Construction Kits, Loops and Samples

Load a construction kit, loop or sample through the browser, just like you would a regular UVI instrument.



MIDI map and macro effect details vary per construction kit and are documented in the info screen [1] as seen above



Drag-and-drop to DAW, Desktop, etc.

WAV files can be double-clicked and loaded as playable parts within UVI Workstation, or drag-and-dropped directly from the browser



Drag-and-drop to DAW, Desktop, etc.

Additionally you can drag-and-drop samples or loops to your DAW or desktop with the D&D button in a single part



# Construction Kits

## Bass

Bass-Actarus  
Bass-Afro One  
Bass-Basta Ring  
Bass-Blond Maniac  
Bass-Bread Of Sugar  
Bass-City Mobile  
Bass-Do It Move It  
Bass-Doggistic.M5p  
Bass-Down To The DR  
Bass-Elasti City  
Bass-EmoLead  
Bass-From Hell  
Bass-From River  
Bass-Hall Thug  
Bass-Hardy Soon  
Bass-Heigteasing  
Bass-Home Age  
Bass-House App  
Bass-Jack In  
Bass-Just Like That  
Bass-Laborious  
Bass-Liberation  
Bass-Loungistic  
Bass-My Bipper  
Bass-Nectar Club  
Bass-Nelly Dream  
Bass-Number One  
Bass-Oh Doll  
Bass-Old Nerd  
Bass-Oliver Train  
Bass-On Fire  
Bass-Out Of The Box  
Bass-Perc Lounge  
Bass-Pianoptical  
Bass-Pop Tek  
Bass-Progressive Work  
Bass-Pure 80s  
Bass-Rider  
Bass-Rock Steady  
Bass-Say What  
Bass-Too Hot  
Bass-Two LFOs  
Bass-Typical D  
Bass-Vacuum  
Bass-Vulcania  
Bass-Wanna Fight

## Bell, Piano

Bell-Hardy Soon  
Glock-Loungistic  
Key-Men Da Riot  
Key-Pianoptical  
Piano-Pianoptical  
Pizz-DoubleYou  
Pizz-Hardy Soon  
Pizz-On Fire

## Guitar

Guitar-Do It Move It  
Guitar-Happy End  
Guitar-Home Age  
Guitar-House Mess  
Guitar-Nectar Club  
Guitar-Tech All

## Hits

Hit-Afro One  
Hit-Hall Thug  
Hit-Nectar Club  
Hit-On Fire  
Hit-Out Of The Box

## Lead - Pad

Lead-Bread Of Sugar  
Lead-Happy End  
Lead-Home Age  
Lead-Jack In  
Lead-Pure 80s  
Lead-Too Hot  
Pad-Progressive Work  
Pad-VIPing

## Synth-Seq

Synth-Actarus 1  
Synth-Actarus 2  
Synth-Afro One 1  
Synth-Afro One 2  
Synth-Apollo 1  
Synth-Apollo 2  
Synth-Basta Ring 1  
Synth-Basta Ring 2  
Synth-Blond Maniac  
Synth-City Mobile  
Synth-Confidential  
Synth-Do It Move It

Synth-Domestic 1  
Synth-Domestic 2  
Synth-DoubleYou  
Synth-Down To The DR 1  
Synth-Down To The DR 2  
Synth-Down To The DR 3  
Synth-Elasti City  
Synth-Electro FAQ  
Synth-EmoLead  
Synth-From Hell 1  
Synth-From Hell 2  
Synth-From Hell 3  
Synth-From River  
Synth-Hall Thug  
Synth-Happy End  
Synth-Hardy Soon 1  
Synth-Hardy Soon 2  
Synth-Heigteasing  
Synth-House App 1  
Synth-House App 2  
Synth-House App 3  
Synth-Iceberger 1  
Synth-Iceberger 2  
Synth-Jack In 1  
Synth-Jack In 2  
Synth-Just Like That 1  
Synth-Just Like That 2  
Synth-Laborious 1  
Synth-Laborious 2  
Synth-Laborious 3  
Synth-Land House  
Synth-Liberation 1  
Synth-Liberation 2  
Synth-Liberation 3  
Synth-LOL To Date 1  
Synth-LOL To Date 2  
Synth-Loungistic 1  
Synth-Loungistic 2  
Synth-Loungistic 3  
Synth-Men Da Riot  
Synth-My Bipper 1  
Synth-My Bipper 2  
Synth-My Bipper 3  
Synth-Nectar Club  
Synth-Nelly Dream 1  
Synth-Nelly Dream 2  
Synth-Number One 1  
Synth-Number One 2

Synth-Oh Doll 1  
Synth-Oh Doll 2  
Synth-Oh Doll 3  
Synth-Old Nerd  
Synth-Oliver Train 1  
Synth-Oliver Train 2  
Synth-On Fire 1  
Synth-On Fire 2  
Synth-Out Of The Box  
Synth-Perc Lounge 1  
Synth-Perc Lounge 2  
Synth-Perc Lounge 3  
Synth-Pop Tek  
Synth-Progressive Work  
Synth-Rider 1  
Synth-Rider 2  
Synth-Rock Steady 1  
Synth-Rock Steady 2  
Synth-Tech All  
Synth-Two LFOs  
Synth-Typical D 1  
Synth-Typical D 2  
Synth-Typical D 3  
Synth-Vacuum  
Synth-VIPing  
Synth-Vulcania 1  
Synth-Vulcania 2  
Synth-Vulcania 3  
Synth-Wanna Fight 1  
Synth-Wanna Fight 2  
Synth-Yes We Can 1  
Synth-Yes We Can 2  
Synth-Yes We Can 3

# Samples

## Drums Construction Kits

126-Delicious

5 Loops, 19 Elements

128-Air Beat

4 Loops, 30 Elements

128-Clu Beat

4 Loops, 19 Elements

128-Da Buzz

4 Loops, 21 Elements

128-Djembe Nerd

11 Loops, 14 Elements

128-Fiesta Beer

4 Loops, 23 Elements

128-Funkyness

4 Loops, 10 Elements

128-Lost In Dance

5 Loops, 22 Elements

128-Miamibiza

4 Loops, 15 Elements

128-Mixing Genre

6 Loops, 14 Elements

128-Motor Clap

4 Loops, 34 Elements

128-My Pride

5 Loops, 14 Elements

128-Santiago

4 Loops, 24 Elements

128-Twenty Times

5 Loops, 14 Elements

128-Working Flow

4 Loops, 6 Elements

130-Chorus Line

4 Loops, 6 Elements

130-Fat and Co

4 Loops, 17 Elements

132-Big Clapping

5 Loops, 6 Elements

132-Chanon

5 Loops, 16 Elements

132-In The Club

4 Loops, 12 Elements

## Musical Construction Kits

125-A-Basta Ring

9 Loops, 9 Elements

125-A-Double You

8 Loops, 12 Elements

125-B-EmoLead

11 Loops, 8 Elements

125-B-Iceberger

10 Loops, 8 Elements

125-C-Electro FAQ

9 Loops, 16 Elements

125-C-House Mess

11 Loops, 12 Elements

125-C-Oliver Train

9 Loops, 10 Elements

125-D-Land House

8 Loops, 15 Elements

125-D-Wanna Fight

8 Loops, 12 Elements

125-D#-Heigteasing

8 Loops, 11 Elements

125-E-Do It Move It

11 Loops, 15 Elements

125-F-Laborious

12 Loops, 16 Elements

125-F-Vacuum

9 Loops, 13 Elements

126-A-Afro One

12 Loops, 10 Elements

126-A-Appollo

11 Loops, 11 Elements

126-B-Down To DR

9 Loops, 12 Elements

126-C#-Actarus

8 Loops, 14 Elements

126-D-Doggistic

7 Loops, 12 Elements

126-D-From Hell

11 Loops, 11 Elements

126-D-Oh Doll

10 Loops, 12 Elements

126-D-Perc Lounge

12 Loops, 9 Elements

126-E-Bread Of Sugar

9 Loops, 9 Elements

126-F-Rider

8 Loops, 9 Elements

126-F#-Two LFOs

12 Loops, 13 Elements

127-C#-Say What

9 Loops, 11 Elements

127-D#-Progress Work

10 Loops, 10 Elements

128-A-Liberation

8 Loops, 18 Elements

128-A-PianoOptical

15 Loops, 10 Elements

128-A-Pure 80s

10 Loops, 9 Elements

128-A-Too Hot

9 Loops, 12 Elements

128-A#-Nelly Dream

15 Loops, 9 Elements

128-B-Pop Tek

8 Loops, 10 Elements

128-C-Out Of The Box

12 Loops, 16 Elements

128-C#-Happy End

10 Loops, 9 Elements

128-C#-Home Age

9 Loops, 8 Elements

128-D-City Mobile

8 Loops, 12 Elements

128-D-LOL To Date

10 Loops, 17 Elements

128-D-Rock Steady

9 Loops, 5 Elements

128-D#-Hall Thug

9 Loops, 7 Elements

128-D#-Jack In

10 Loops, 12 Elements

128-D#-Men Da Riot

8 Loops, 11 Elements

128-D#-Number One

10 Loops, 7 Elements

128-D#-Yes We Can

8 Loops, 9 Elements

128-E-Blond Maniac

9 Loops, 26 Elements

128-E-Confidential

9 Loops, 9 Elements

128-E-Domestic

10 Loops, 14 Elements

128-E-Hardy Soon

10 Loops, 9 Elements

128-E-Nectar Club

12 Loops, 10 Elements

128-E-Tech All

8 Loops, 13 Elements

128-E-Typical D

7 Loops, 14 Elements

128-E-VIPing

14 Loops, 5 Elements

128-F#-On Fire

10 Loops, 20 Elements

128-G-Elasti City

9 Loops, 14 Elements

128-G-House App

9 Loops, 6 Elements

128-G-Loungistic

11 Loops, 7 Elements

130-B-Vulcania

9 Loops, 12 Elements

130-C-Old Nerd

8 Loops, 11 Elements

130-C#-Just Like That

11 Loops, 12 Elements

130-G-My Bipper

12 Loops, 5 Elements

132-A-From Rive

10 Loops, 21 Elements

## Sorted Elements

Bass Drum - 215 samples

Snare Drum - 267 samples

Hand Clap - 199 samples

Hi-Hats - 154 samples

Percussion/Cymbals -

136 samples

Synths - 23 samples

Hits - 15 samples

Miscs - 37 samples

## Sorted Loops

FullNoBD - 60 loops

Drums - 82 loops

DrumsNoBD - 81 loops

Instrumental - 60 loops

BD+SD - 80 loops

HH - 56 loops

Percs-Misc - 93 loops

Bass - 48 loops

Synths - 111 loops

# UVI Workstation: Tips + Tricks

## MIDI Learn



Most UVI Workstation parameters can be automated via a convenient MIDI Learn. MIDI Learn allows you to bind a physical MIDI controller to specific parameters within UVI Workstation.

- Any FX tab parameter, Macro Knob or Slider in UVI instruments can use the MIDI Learn feature
- The MIDI controller type and the MIDI Channel assignment will be saved with the multi or with your song in the host sequencer
- Automation is assigned per-part

To use MIDI Learn:

- Right-click the parameter in UVI Workstation that you want to automate
- After the MIDI Learn dialog appears, Trigger the desired MIDI input controller (knob, fader etc.)

To remove a MIDI controller assignment:

Right-click the desired parameter and press "Delete"

## Unlimited FX



UVI Workstation offers a wide variety of FX, or effect processors, to cover all your audio processing needs. The FX implementation is robust and includes the ability to insert unlimited FX slots in several stages of the signal flow.

- Click the "FX" tab to open the FX page on the Single view
- In Multi view the FX section is always displayed

## Arpeggiator



UVI Workstation comes equipped with a robust arpeggiator. To insert an arpeggiator in a part, you need to display the Single view in the UVI Workstation, then click on the note icon. The arpeggiator can be employed as a pattern gate, arpeggiator, or even an advanced rhythmic processor for your live MIDI performance or sequenced MIDI tracks. Arpeggiators can be inserted in an unlimited number of parts.

## Preset Stacking

Thanks to the simplicity of the UVI Workstation you can stack as many presets as you want by simply assigning multiple parts on the same MIDI channel.

## Split, Velocity & Key Switch

	LOKEY	HIKEY	LOVEL	HVEL	KEYSWITCH	STREAMING	OUTPUT
A1 <> 089-HB-Sticks 01a.aif	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Main Out
A2 <> Analog Strings	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Main Out
A3 <> WerMa-Philli.aif	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Main Out
A4 <> Synth Bass & Synth	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Main Out
A5 <> Jazzistic Guitar 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Main Out
A6 <> Lord Full-light	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Main Out
A7 <> Inter Keyboard - Disco.aif	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Main Out
A8 <> Acoustic Toy Medley	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Main Out

The Keyswitch settings allow you to load multiple presets into two or more parts and dynamically play and mute them from your MIDI controller using key switching, note range, velocity range or any combination of the three parameters. This powerful feature gives you a great deal of real-time control.

## Scroll Wheel







All knobs can be adjusted with the scroll wheel on your mouse.

When you double-click on any knob or slider, you can manually enter or type in the desired value.

## Links

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### UVI

Home . . . . .	<a href="http://uvi.net/">uvi.net/</a> 
Download UVI Workstation and User Manuals . . . . .	<a href="http://uvi.net/downloads">uvi.net/downloads</a> 
Your Registered Product Serial Numbers and Download Links. . . . .	<a href="http://uvi.net/my-products">uvi.net/my-products</a> 
FAQ . . . . .	<a href="http://uvi.net/faq">uvi.net/faq</a> 
Tutorial and Demo Videos . . . . .	<a href="http://youtube.com/">youtube.com/</a> 
Support . . . . .	<a href="http://uvi.net/contact-support">uvi.net/contact-support</a> 

### iLok

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FAQ . . . . .	<a href="http://ilok.com/supportfaq">ilok.com/supportfaq</a> 

# ELECTRO

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## SUITE

### Credits and Thanks

#### **Produced by UVI**

#### **Recording / Editing / Sound Design**

Damien Vallet  
Emmanuel Usai  
Alain J Etchart

#### **Mastering**

Chris Gerhinger / Sterling Sound / New York

#### **Software + Scripting**

Olivier Tristan  
Remy Muller

#### **UI Design**

Nathaniel Reeves

#### **Graphic Design**

Anthony Hak  
Nate Lindley



UVI.NET